
LEVEL THREE: **BARREL RACING**

Assessment Tools

- Using one hand, gallop/run a straight line the length of the arena, stop and stand.

- Lope circles (10 meters in diameter) demonstrating lateral and vertical flexion (six strides) in each direction.

- Gallop three circles 10 meters in diameter, in each direction.

- Lope a barrel pattern.

- Run, stop and stand in the middle of the arena and at the end of the arena.

- Demonstrate that you can carry a grand entry flag around the arena at a lope.

Evaluators signature

Date

LEVEL FOUR: **BARREL RACING**

Assessment Tools

- Complete, penalty-free, the correct barrel pattern in under 30 seconds.

Evaluators signature

Date

LEVEL ONE: **BREAKAWAY ROPING**

Assessment Tools

- Stop and stand 60 seconds in the middle of the arena.
- Walk and trot lines and circles using one hand.
- Walk safely over ropes on the ground. Take loop out of rope.
- Coil, swing and throw a rope.
- Rope dummy head or heels: 8 out of 10 times, from the ground.
- Safely swing rope around your horse while dismounted.
- Swing rope from your horse while standing and walking.
- Complete a one-handed rollback at a trot.
- With a halter, be able to tie and leave your horse in the box.
- Demonstrate that your horse will stand quietly while gate is opened and closed while standing with horse, dismounted, in both the left and the right box.
- Trot (one-handed) in straight line then stop and stand.
- Follow a steer around the arena (from a distance, not chasing, maintaining the same speed as the steer).
- Safely walk out of the box (and through a barrier if used).

Evaluators signature

Date

LEVEL TWO: **BREAKAWAY ROPING**

Assessment Tools

- Demonstrate how to hold a flag properly for a grand entry and demonstrate that you can carry the flag around the arena at a trot.
- Rope "dummy" head or heels (8 out of 10 times) from your horse.
- Swing and throw rope from horse while trotting and loping.
- Perform a one-handed rollback at a lope.
- Demonstrate a proper and safe dally (without an animal at the end of your rope).
- Pull and control a heavy object (i.e. A railroad tie) on the end of your rope, at a walk and trot.
- Rope your own horse's legs.
- Position horse in the box (both sides).
- Demonstrate that horse will score (accept noise and animals leaving the chute, while backed into the box).
- Learn how to set and use a barrier.
- Safely trot out of the box (and through a barrier if used).
- Lope (one-handed) in straight lines then stop and stand.
- Swing rope while trailing a steer around the arena.
- Lope lines and circles with one hand.

Evaluators signature

Date

LEVEL THREE: **BREAKAWAY ROPING**

Assessment Tools

- Demonstrate that you can carry a grand entry flag around the arena at a lope.
- Pull a heavy object in a large figure eight while loping.
- Dally and undally safely while pulling a heavy object from all directions: facing, backing, turning and pulling.
- Swing rope while chasing a cow around the arena.
- Chase a steer out of the chute, swinging rope.
- Run out of box (and through a barrier, if used).

Evaluators signature

Date

LEVEL FOUR: **BREAKAWAY ROPING**

Assessment Tools

- Make a qualified breakaway roping run in less than 20 seconds.

Evaluators signature

Date

LEVEL ONE: GOAT TYING

Assessment Tools

- Walk a straight line the length of the arena.
- Stop and stand 60 seconds in the middle of the arena.
- Follow another horse down centre of the arena, stop and dismount. Go to the goat. Do so at a walk, trot and lope.
- Trot a straight line the length of the arena.
- Trot to the middle of the arena and dismount (shoulders square to the goat).
- Walk to the middle of the arena, kick off a stirrup and continue riding the length of the arena.
- Walk safely over ropes on the ground.
- Throw and tie a "dummy" (calf or goat).

Evaluators signature

Date

LEVEL TWO: GOAT TYING

Assessment Tools

- Lope a straight line the length of the arena.
- Lope departure to the middle of the arena, stop and dismount.
- Ride with one foot out of the stirrup at a trot and at a lope.
- Trot safely over ropes on the ground.
- Throw a small calf or goat.
- Demonstrate how to hold a flag properly for a grand entry and demonstrate that you can carry the flag around the arena at a trot.

Evaluators signature

Date

LEVEL THREE: GOAT TYING

Assessment Tools

- Using one hand, gallop/run a straight line the length of the arena, stop and stand.
- Run, stop and stand in the middle of the arena and at the end of the arena.
- Lope to middle of the arena: do a rapid dismount and stand.
- Groundwork with a live goat.
- Straddle rope, and hold goat steady.
- Demonstrate that you can carry a grand entry flag around the arena at a lope.

Evaluators signature

Date

LEVEL FOUR: GOAT TYING

Assessment Tools

- Complete an official goat tying run in less than 25 seconds.

Evaluators signature

Date

LEVEL ONE: POLE BENDING

Assessment Tools

- Walk a straight line the length of the arena.
- Trot three 3-metre diameter circles in each direction.
- Stop and stand 60 seconds in the middle of the arena.
- Trot a straight line the length of the arena.
- Walk a pole bending pattern.
- Trot around the arena (in both directions) with a foot out of the stirrup, maintaining balance.
- Walk and trot lines and circles using one hand.
- Complete a one-handed rollback at a trot.
- Walk and trot lines and circles using one hand.

Evaluators signature

Date

LEVEL TWO: POLE BENDING

Assessment Tools

- Lope a straight line the length of the arena.
- Trot circles (3-meters in diameter) displaying lateral and vertical flexion (for six strides), in each direction.
- Lope in a straight line using the correct (designated) lead.
- Trot a pole bending pattern.
- Lope around the arena (both directions) with one foot out of the stirrup, maintaining balance.
- Demonstrate how to hold a flag properly for a grand entry and demonstrate that you can carry the flag around the arena at a trot.
- Perform a one-handed turn on the forehand in each direction.
- Perform a one-handed rollback at a lope.
- Lope (one-handed) in straight lines then stop and stand.
- Lope lines and circles with one hand.

Evaluators signature

Date

LEVEL THREE: POLE BENDING

Assessment Tools

- Using one hand, gallop/run a straight line the length of the arena, stop and stand.
- Lope a pole bending pattern, using the correct leads.
- Run, stop and stand in the middle of the arena and at the end of the arena.
- Demonstrate that you can carry a grand entry flag around the arena at a lope.

Evaluators signature

Date

LEVEL FOUR: POLE BENDING

Assessment Tools

- Complete penalty-free, a correct pole bending pattern in under 35 seconds.

Evaluators signature

Date

LEVEL ONE: STEER RIDING

Assessment Tools

- Learn how to rosin a bull rope.
- Ride a bucking barrel or mechanical bull to get familiar with the motions.
- Apply a bull rope with a safe handhold.
- Get on and off a quiet animal in a bucking chute.

Evaluators signature

Date

LEVEL TWO: STEER RIDING

- Demonstrate how to time a 8 second steer ride, blow the horn/whistle indicating time is up, and average scores when there are two judges.
- Attend a steer riding school instructed by a qualified instructor.
- Complete a qualified 2-handed ride and safe dismount on a steer.
- Safely fall/dismount from a quiet horse using the proper dismount "looking back over your shoulder, and turning your body into it, lifting your knee".
Never dismount from an animal standing still. Never dismount onto a fence.

Evaluators signature

Date

LEVEL THREE: STEER RIDING

Assessment Tools

- Complete a qualified 2-handed spur ride and safely dismount from a steer.

Evaluators signature

Date

LEVEL FOUR: STEER RIDING

Assessment Tools

- Complete a qualified 1-handed ride and safe dismount.
- Complete a qualified 1-handed spur ride and safe dismount.

Evaluators signature

Date

LEVEL ONE: TEAM ROPING

Assessment Tools

- Stop and stand 60 seconds in the middle of the arena.
- Demonstrate how to wrap your saddle horn.
- Walk and trot lines and circles using one hand.
- Walk safely over ropes on the ground. Take loop out of rope.
- Coil, swing and throw a rope.
- Rope dummy head or heels: 8 out of 10 times, from the ground.
- Safely swing rope around your horse while dismounted.
- Swing rope from your horse while standing and walking.
- Complete a one-handed rollback at a trot.
- With a halter, be able to tie and leave your horse in the box.
- Demonstrate that your horse will stand quietly while gate is opened and closed while standing with horse, dismounted, in both the left and the right box.
- Safely walk out of the box (and through a barrier if used).
- Trot (one-handed) in straight line then stop and stand.
- Follow a steer around the arena (from a distance, not chasing, maintaining the same speed as the steer).

Evaluators signature

Date

LEVEL TWO: TEAM ROPING

Assessment Tools

- Demonstrate how to hold a flag properly for a grand entry and demonstrate that you can carry the flag around the arena at a trot.
- Rope "dummy" head or heels (8 out of 10 times) from your horse.
- Swing and throw rope from horse while trotting and loping.
- Perform a one-handed turn on the forehand in each direction.
- Perform a one-handed rollback at a lope.
- Demonstrate a proper and safe dally (without an animal at the end of your rope).
- Pull and control a heavy object (i.e. a railroad tie) on the end of your rope, at a walk and trot.
- Rope your own horse's legs.
- Position horse in the box (both sides).
- Demonstrate that horse will score (accept noise and animals leaving the chute, while backed into the box).
- Learn how to set and use a barrier.
- Safely trot out of the box, with hazer or partner (and through a barrier if used).
- Lope (one-handed) in straight lines then stop and stand.
- Swing rope while trailing a steer around the arena.
- Lope lines and circles with one hand.

Evaluators signature

Date

LEVEL THREE: TEAM ROPING

Assessment Tools

- Demonstrate that you can carry a grand entry flag around the arena at a lope.
- Pull a heavy object in a large figure eight while loping.
- Dally and undally safely while pulling a heavy object from all directions: facing, backing, turning and pulling.
- Swing rope while chasing a cow around the arena.
- Control a live steer on the end of your rope.
- Chase a steer out of the chute, swinging rope.
- Header able to do steer stopping. (Header able to slow steer and set it for heeler.)
- Heeler able to ride to heeling position on a live steer.
- Heeler able to rope heels of a live steer.
- Run out of box with hazer or partner (and through a barrier if used)

Evaluators signature

Date

LEVEL FOUR: **TEAM ROPING**

Assessment Tools

- Head or heel on a controlled run in less than 20 seconds with an experienced partner.

Evaluators signature

Date

LEVEL ONE: KEYHOLE RACE

Assessment Tools

- Walk a straight line the length of the arena.
- Trot three 3-meter diameter circles in each direction.
- Stop and stand 60 seconds in the middle of the arena.
- Trot a straight line the length of the arena.
- Walk a keyhole pattern.
- Trot around the arena (in both directions) with a foot out of the stirrup, maintaining balance.
- Walk and trot lines and circles using one hand.
- Complete a one-handed rollback at a trot.
- Walk and trot lines and circles using one hand.

Evaluators signature

Date